YPEC

Aeropelican Airport

USER GUIDE SEPTEMBER 2016

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Thank you!

Orbx would like to thank you for purchasing FTX AU YPEC AEROPELICAN AIRPORT. This is the second collaboration between developers Andreas Hegi and John Venema, and we felt that continuing the series of quality and highly detailed airports in the Central Coast of New South Wales would create a great VFR flying environment and circuit area. This new version adds a full audio soundpack and many other enhancements to the airport since V1.0

This scenery includes not only the airport scenery within the fence perimeter itself (at 15cm/pixel resolution), but a large photoreal area and most of the key VFR navigation waypoints contained in over 100 square kilometres of photoreal terrain using 60cm aerial photography.

YPEC is a quaint airport set in beautiful coastal surrounds. It has a challenging landing for medium sized commuter aircraft, with a decaying bitumen 820m (2,690 ft) runway leading to a busy roadway nearest to the hangars and administration buildings. Thought to be permanently closed and zoned for redevelopment, during the course of Orbx's development of the scenery it was announced that the airport would be reopened with planned services to Sydney. Good timing on our part then!

Airport background and brief history

YPEC Aeropelican (also known as Belmont Airport) is an airfield located in the Lake Macquarie suburb of Pelican, 15 km south of Newcastle, New South Wales, Australia. Scheduled commercial service was provided by regional airline Aeropelican until 2006. Since then, airfield has virtually ceased operations.

Nearby Belmont is home to many shops, restaurants and many other amenities. It also has a northern part called Belmont North. Belmont and the surrounding area include quite a number of primary and secondary schools and is a haven for boating, water skiing and summer enjoyment around Lake Macquarie.

More recently YPEC has been taken over by the owners of Aeropelican Airport (YPEC). The tar runway will be ripped up and a concrete runway laid. They are looking at beginning a commuter service to Sydney in 2009.

Aeropelican, the airline

YPEC is commonly named after the airline operating from what was then known as Belmont Airport. The airline was established on 23 October 1968 and started operations on 1 July 1971. It originally was owned by the Newcastle based Hilder family, however in 1980 the airline was sold to Masling Airlines, a company associated with the now defunct Ansett Australia. It operated services for Ansett Australia and later became a wholly owned subsidiary

Aeropelican's main route has historically been between Sydney and Newcastle Belmont Airport, in Newcastle's southern suburbs, with high frequency service using Twin Otters. Aeropelican originally owned this airport.

Following the collapse of Ansett Australia in September 2001, Aeropelican was placed into administration. It was acquired by International Air Parts in April 2002. On 20 June 2003 the airline entered into a commercial agreement with Regional Express Airlines. It is wholly owned by International Air Parts (IAP) Group and has 23 employees (at March 2007)

In 2004 an Embraer Bandeirante started services to augment the two Twin Otters used before. In 2005, a Metro aircraft was also added.

Aeropelican commenced services from Sydney to Newcastle's other airport, Williamtown, to the north of the city on March 1, 2004 and discontinued services from Belmont Airport in March 2005. In 2006, three Jetstream 32s were ordered, with plans to announce new services. In December 2006, Aeropelican was awarded the Sydney to Inverell route licence.

Product requirements

This scenery airport addon is designed to work in the following simulators: **Microsoft Flight Simulator X**, **Lockheed Martin Prepar3D v1, Lockheed Martin Prepar3D v2** and **Lockheed Martin Prepar3D v3.**

> **Orbx FTX Australia** is also required for full functionality.

What will you miss out on if you don't have Orbx FTX Australia installed?

- Blending of the airport photoreal into the surrounding terrain
- Moving traffic on roads, properly aligned to the photoreal ground terrain
- Enhanced FTX Global 3D lighting system with improved FPS in urban/township streets around the airport
- Orbx's modified houses and trees which match Australian houses and trees

Please visit https://orbxdirect.com/product/au to purchase your copy of FTX Australia if you haven't already done so.

Quick Installation Guide

Installing Orbx FTX YPEC is all managed by our FTX Central application. This app is responsible for many aspects in maintaining your Orbx installation. Please visit the support forums to learn more.

Once you have purchased YPEC it will be added to your account and you can have FTX Central download and install it for you. The appropriate scenery library entries will also be managed by FTX Central.
You may also manually download YPEC and then have FTX Central manage the installation for you once downloaded.

An internet connection is required for FTX Central to validate your license.

Please note that the above all refers to FTX Central 3. Earlier versions of FTX Central are no longer supported but will still function as before. The integration of FTX Central with your OrbxDirect account is only available with FTX Central version 3 and above.
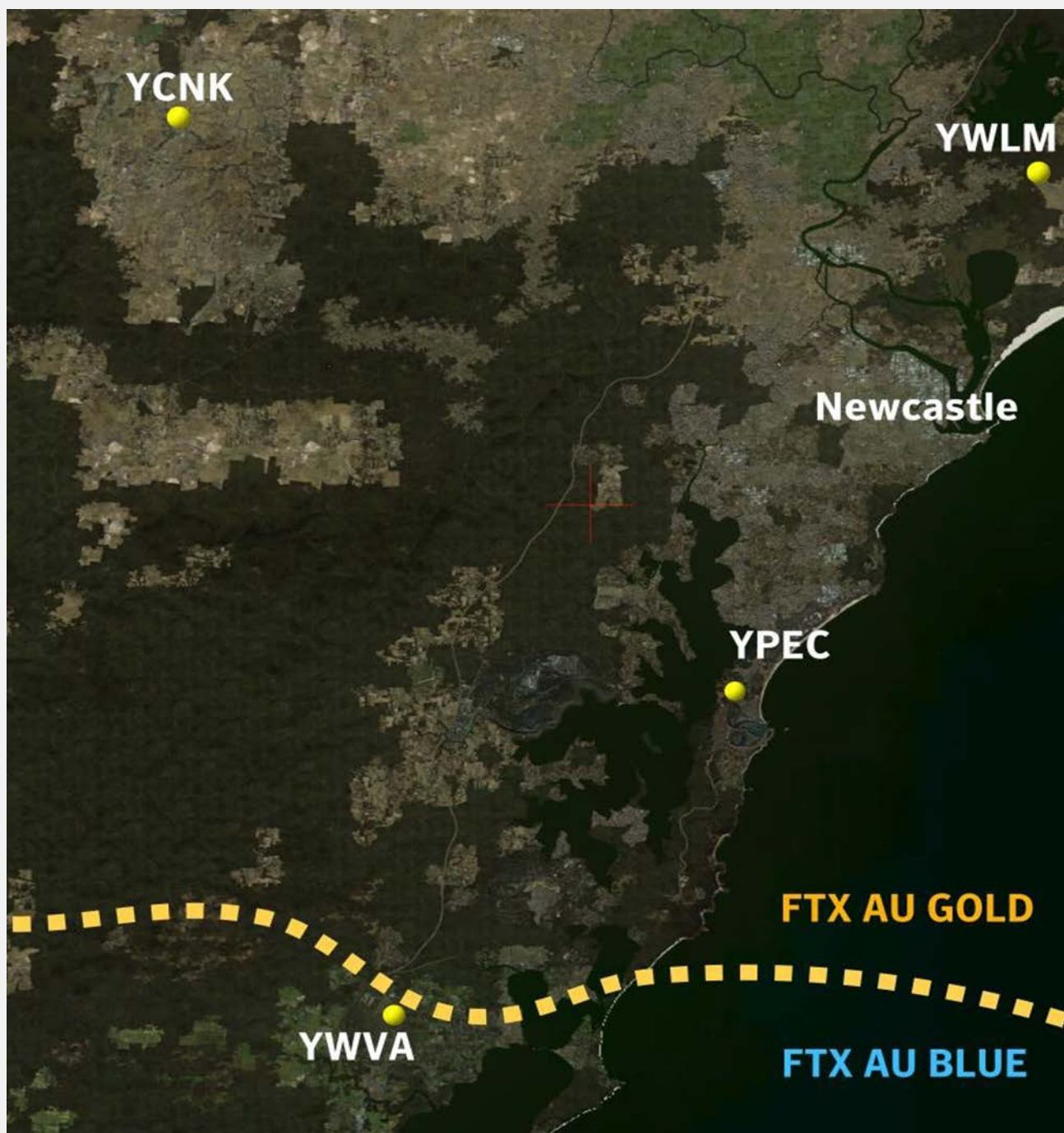
Scenery Coverage Area

The diagram below shows the extent of the FTX regions and both YPEC and YWVA scenery coverage areas.
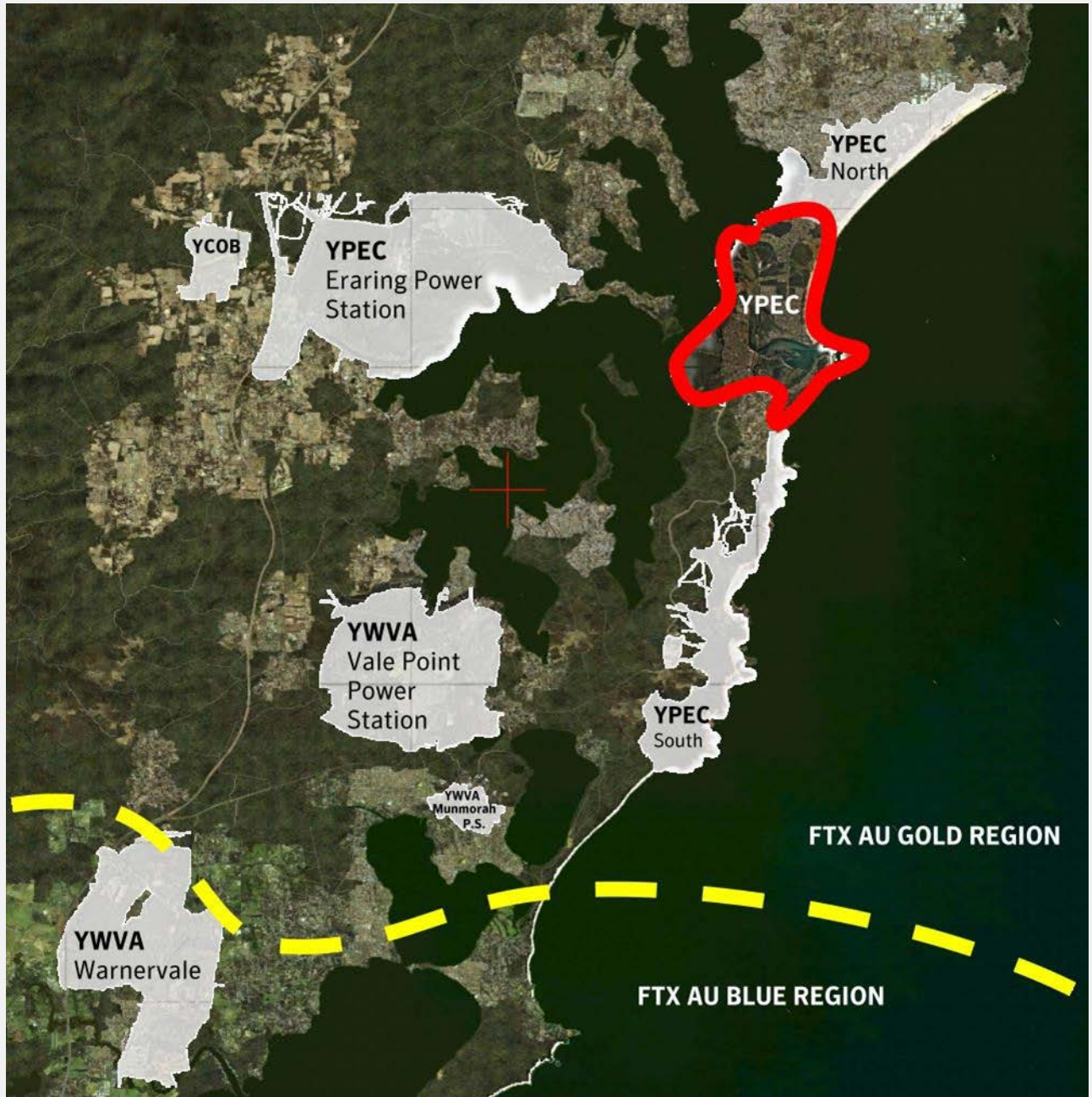
The NSW Central Coast / Lower Hunter area in FTX

You can enhance your enjoyment of YPEC Aeropelican Airport when used in conjunction with Orbx YCNK Cessnock Airport, YPEC Aeropelican Airport, and the FTX AU BLUE and FTX AU GOLD regions also installed. Those four Orbx addons combined with YCNK Cessnock will provide one of the most enjoyable regions you can fly within Australia, with over 250 square kilometers of high resolution photoreal imagery. The diagram below shows the location of the airports and also Newcastle and Williamtown airport.

Orbx will in the future expand the coverage in the Central Coast area to encompass more photoreal scenery, with planned products such as RAAF Williamtown Airport, and CitiScape Newcastle. Combined with freeware airports from OZx including Maitland, this part of Australia is certainly spoilt for choice!

Airport Information and Charts

Airservices Australia have published the following supplement for YPEC

The YPEC Control Panel

The YPEC Control Panel can be accessed from the main FTX Central interface by clicking the Configure button.

The Control Panel will enable you to disable or enable certain scenery features of the airport to allow it to perform in accordance with the PC hardware you have. By default, all scenery options are enabled by the installer. If you have a high end PC, enable all the CP options. For low to mid-range PCs it is recommended to try disabling some settings.

Quick Reference Simulator Settings

The table below lists in a handy reference the minimum recommended settings required in your simulator to enjoy YPEC the way Orbx designed it. These settings will run well on most PCs and take particular advantage of the custom mesh and photoreal imagery used in the scenery area.

If you use the settings below you will be guaranteed the highest fidelity experience and the best balanced performance.

Setting	Value	Why?
Level of detail radius	Large	Reduces blurring of textures.
Global texture resolution	Max	Displays photoreal textures best.
Mesh complexity	100	Better terrain definition.
Mesh resolution	5m	5 m is required for YPEC
Texture resolution	7 cm	Sharpest roads and freeways.
Scenery complexity	Extremely Dense	How Orbx designed FTX YPEC.
Autogen density	Normal	Best FPS vs detail.
GA AI traffic	16-50%	Recommended for this scenery.
Road vehicle traffic	16%	No need to set higher for FTX.

Product Technical Support

Orbx has a very simple support policy: no question unanswered. That means, should you have any questions about YPEC or its use, please feel free to register on the forums at orbxdirect.com and then log a support question in the FTX Payware Support Forum section. Orbx FTX experts will be available to review your support questions and you will usually get a reply on the forums within 12 hours, often much sooner than that.
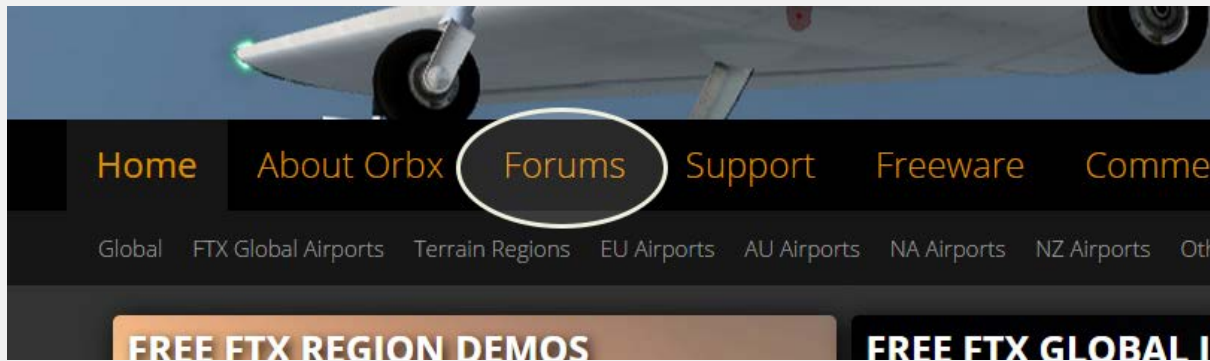
To visit our support forums, click on the "Forums" button shown on the homepage of orbxdirect.com.

Please do NOT email support requests

Orbx provides world-class support on our forums, and it's the only way in which you can receive support for YPEC. Provided you adhere to the forum terms of use and have a legitimate copy of YPEC, you will always be offered our support at no cost as we work toward a resolution to your problem each time.

Use the forum search function

Before you post a question, please try searching for the answer first, using the forum's built in search function located on the forum menu bar.

What to include in your support requests

If at all possible, this is what we'd like to see provided for each request you log:

- A separate post on the FTX support forums for each issue (don't tag new issue reports onto existing threads).
- Include your ORDER NUMBER from your YPEC purchase in your post or forum signature section.
- A screenshot to highlight what you are talking about.
- A descriptive post title which clearly states what the issue is.
- Detailed comments in your post about what you are reporting on.

The Orbx support team is always on standby to assist you with any problems you may have, or will comment on your issue reports. Please remember, our priority is fixing any urgent issues first, and addressing bug reports second. Clearly though, any "show stopper" bugs will be given top priority though.

FTX Community Forums

FTX already has quite a thriving and active user community on the forums, with over 63,000 members as of September 2016. To visit the forums, just point your web browser to orbxdirect.com and from the front page click the "Forums" menu item.

You don't need a user account to view other people's posts and information posted by Orbx staff, but if you'd like to join in on the discussion there, simply create an account. It's instant and no validation email is required. We like to keep things simple☺.

We hope to see you there soon!

Thanks for reading!

You've stuck with us through all these pages of information, and we appreciate you taking the time to read the user guide. We hope it gave you some tips and insights. See you on the forums!

The FTX YPEC Team

Lead Developer
- **Andreas Hegi**: All custom modeling, model texturing, object placement
- **John Venema:** Ground photoreal terrain, autogen, object placement

Additional Orbx Developers
- **Orbx Team**: Orbxlibs objects
- **Graham Eccleston:** APX, AI repaints, and P3D Update
- **Holger Sandmann:** Vector roads and traffic
- **Tim Harris:** Autogen annotation and object placement
- **Paul Baumanis:** Autogen annotation and object placement

Specialist Roles
- **John Venema**: Business management
- **Ed Correia**: Production Management
- **Ben McClintock**: FTX Central and website

Beta Testing Team
Brian Horsey, John Dow, Jack Richards, Hugh Johnston, Tim Harris, Andrew Schofield, Jan Kees Blom, Wolter van der Spoel

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